

Tools your child possibly will need at home:

- ❑ Deck of Cards 1-10 (included)
- ❑ Paper/Pencil
- ❑ At least one family member to play the games with!



Remote Learning Expectations for Math Intervention Class:

- Spend 20-30 minutes playing one of the games in this brochure that is at your math level!

Math Resources that are used in our classroom that you can do at home:

www.prodigy.com

Login:

<https://login.i-ready.com/>

Login:

www.coolmathgames.com

Www. abcy.com



MRS. BOWERS
MATH INTERVENTION
K-1

MENOMINEE TRIBAL SCHOOL
Have any questions or
need help?

Contact me:

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Kindergarten Level Games:

More or Less - Ask your child to draw two random cards from the pack, keep them face up and call out the card that is greater (lesser) than the other card.

Count On- Ask your child to think of a number and say it aloud. Then, ask your child to draw a card from the deck. Let's say, your child calls out number 5 and draws out a card with number 6. She will then have to count from 6 and go on 5 steps forward in her counting (the number she picked). So she will be counting 6,7,8,9,10 and 11.

More or Less - Ask your child to draw two random cards from the pack, keep them face up and call out the card that is greater (lesser) than the other card.

Card Towers -To play, ask your child to draw five cards from the deck and place them face up next to each other. The task is to arrange the cards from greater to least (or least to greatest) to make a tower of cards.

I spy - To set up the game, arrange cards facing up in a 5X5 grid(see the picture). The first player starts by calling out "I Spy with my little eye number ..." The second player then finds the card with the called out number and keeps it. Players take turns playing the game till all the cards are finished.

Bingo- Learning Numbers up to 10 -

Have each person lay out a 4 x 4 playing "board" of cards. The remaining cards (or another deck) are placed face down, and a caller flips over a card. Any player who has that number on their board turns the card face down. Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls "Bingo!"

Practice number sequencing with Builder's Paradise- Simple math card games can help kids learn how to put numbers in order. To play builder's paradise, discard the face cards and lay out the 4 sevens in a deck side by side. In each round, players work to add the next higher or lower number in each suit, trying to be the first to get rid of all their cards. Get the full how-to at the link below.

1st Grade Level Games

More or Less - Ask your child to draw two random cards from the pack, keep them face up and call out the card that is greater (lesser) than the other card.

Card Towers -To play, ask your child to draw five cards from the deck and place them face up next to each other. The task is to arrange the cards from greater to least (or least to greatest) to make a tower of cards.

Go Fish To Make 10- Your students probably already know how to play Go Fish, but in this version, they're fishing for pairs that add up to 10. Have them ask: "I have a 2. Do you have an 8 to make 10?" Change aces to 1 for this game and leave face cards out entirely.

Hi-Low (Can be used for adding or subtracting within 10)-This is a great math game for kids who are just warming up to addition and subtraction. To play the game, deal cards equally between the players. Each player gets a pencil and paper. The game starts with each player drawing two cards from their piles and keeping the cards face-up for everyone to see. The task is to add(or subtract) the number values on the card and come up with the answer. The player with the higher (lower) score gets to keep all the cards dealt in a separate pile. The game goes on till all the cards are finished. The one who gets the most cards in the end is the winner. Let your kids use paper and pencil to begin with until they are ready for mental calculations.